SpeakUp

User Manual

Version 1.0

http://shop.audified.com/speakup

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Introduction

Thank you for purchasing AUDIFIED SpeakUp.

SpeakUp automatically and effectively handles voiceovers (ducking). The spoken word adjusts the volume of music with proper fading in and fading out. SpeakUp also improves the intelligibility of the speech with background music analyzing the speech spectra and attenuating the corresponding part of spectrum of the music track.

The usage of SpeakUp is not limited to voice combined with a music track. The advanced features of the plug-ins and the possibility to combine several listening and several performing instances of SpeakUp allow automatic handling of complex setups.

Software Installation

Download the recent version of the application:

http://services.audified.com/download/speakup

Windows: Unzip and run the installer and follow the on-screen instructions. You can select the destination path and the installed plug-in format during the process.

Mac: Unzip and mount the provided disk image and run the installer. You can select the installed plug-in format by clicking the Customize button.

iLok Protection

- This plug-in is protected by iLok (a software machine license or a USB dongle).
- It requires iLok License Manager 3.1.6 or newer.
- Please make sure you have activated a valid license in your iLok account.
- **Please refer to this guide:** https://shop.audified.com/pages/how-to-activate-ilok-license

Uninstallation

Windows: Navigate to SpeakUp program folder in the Start menu and run the uninstaller.

Mac: Open the provided disk image and run the uninstaller.

How it works

SpeakUp contains two plug-ins:

SpeakUp Sensor

Should be inserted at the end of the voice track effect chain. It analyzes the track and switches the process of reduction/filtering. It also analyzes frequency and passes the data to Performer so the ducking is customized according to the speaker's voice.

SpeakUp Performer

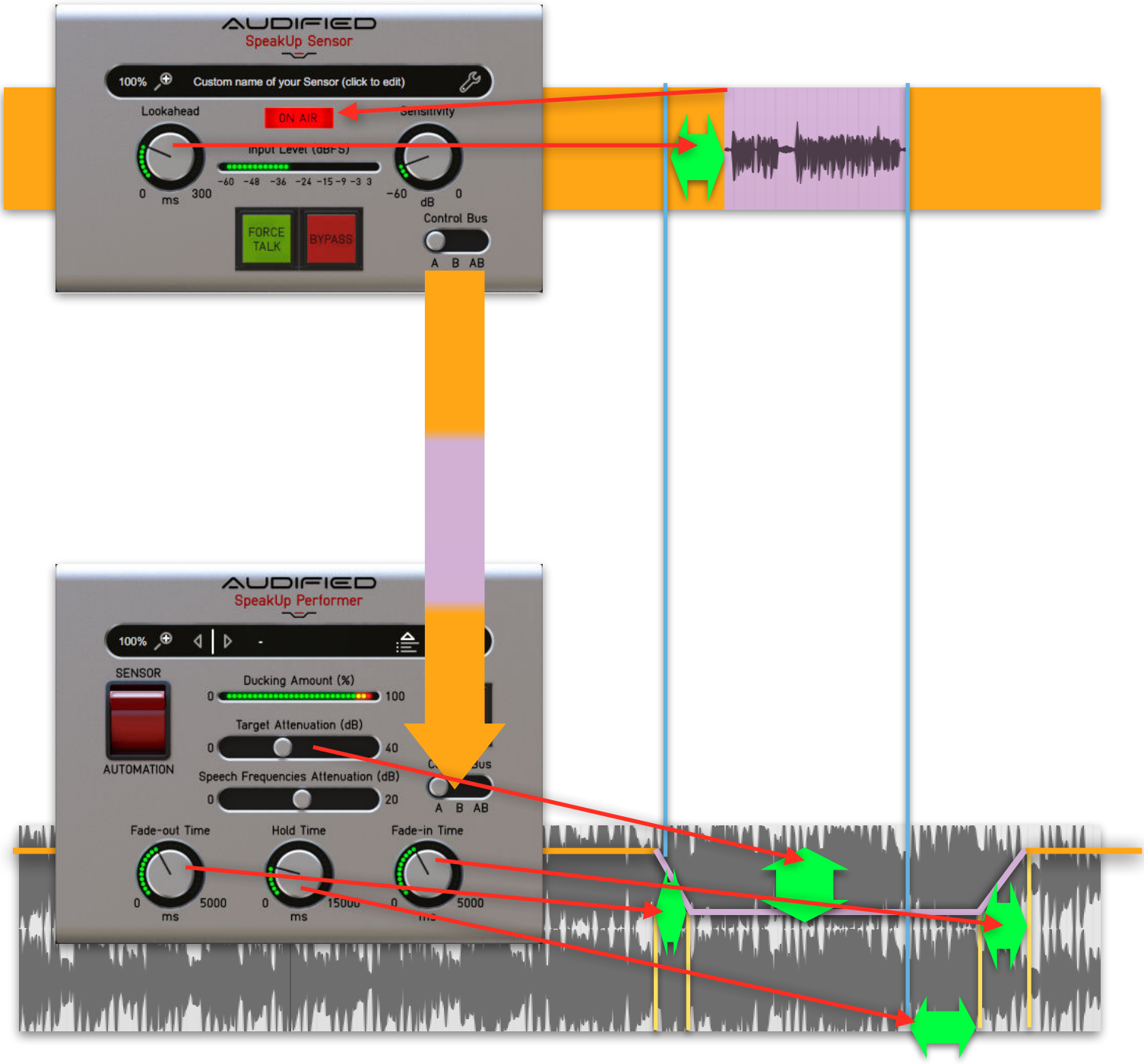
Should be inserted at the video/audio track. It listens to the information from Sensors and then it reduces the volume and processes frequency filtering.

There can be several instances of Sensors and Performers inserted in the project simultaneously.

We recommend to create a template in your DAW with SpeakUp Sensor on each voice track and SpeakUp Performer on each music track. Then use this template whenever you create a project with spoken word combined with music.

Quick Start

- Create a project with several tracks in your DAW.
- Record or insert voices and music material in the appropriate tracks.
- Insert Sensors to the voice track and a Performer to the music track.
- Set the Control Bus switch on all SpeakUp plug-ins to A.
- Set the Performer mode to Sensor.
- Turn off Force Talk and Bypass on all SpeakUp plug-ins.
- Use the Target Attenuation knob on each Performer to adjust how much the voice attenuates music.



SpeakUp Controls

SpeakUp Sensor controls

The input level indicator shows the input signal level. Once the level reaches the Sensitivity parameter value, the ON AIR light turns on and Sensor sends a signal trough the corresponding communication bus (A, B or both) to Sensors.

ON AIR shows that the SpeakUp sensor detects speaker's voice.

Sensitivity sets the speech detection threshold value.

Lookahead can be used to delay the original speech track so after rendering the project, the ducked audio track is faded-out before the speech appears.

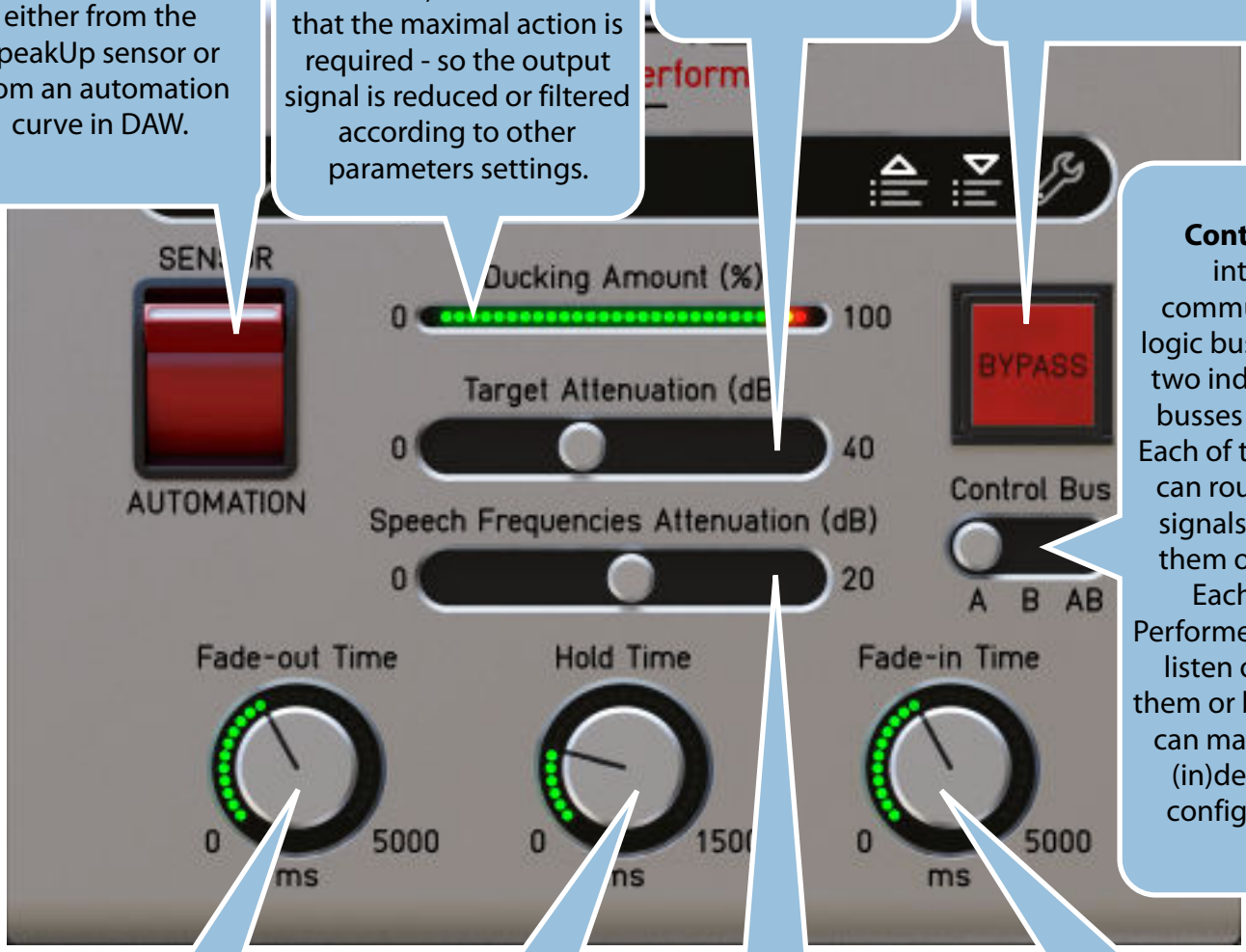
Force Talk forces Sensor to send the information that the speaker talks. Allows user to handle voiceover manually.

Bypass turns off detection and stops sending control to Performers

Control Bus selector
Each of Sensors can route logical signals to one of logical buses A, B or both. Each of the Performers can then listen on one of these buses or both so you can set up various control arrangements.

Warning: raising the Lookahead parameter value causes corresponding delay of the speech track which affects synchronization between the speech track and all other tracks.

SpeakUp Performer controls



Performer Mode - switches between two styles of usage. Performer is controlled either from the SpeakUp sensor or from an automation curve in DAW.

Ducking Amount indicates the rate of required action to be done in performer. 0 % means no action, 100 % means that the maximal action is required - so the output signal is reduced or filtered according to other parameters settings.

Target Attenuation required signal reduction when Ducking Amount is 100 %.

Bypass turns off all activity including attenuation or automation writing.

Control Bus internal communication logic bus. There are two independent busses - A and B. Each of the Sensors can route logical signals to one of them or to both. Each of the Performers can than listen on one of them or both so you can make several (in)dependent configurations.

Fade-out Time - affects the speed of fade-out process after the speech is detected in Sensor plug-in.

Hold Time - the time the effect rate is kept at maximal value after the last signal is obtained from any of the Sensor plug-ins.

Speech Frequencies Attenuation - affects frequencies typical for speech signals. Does not reduce the music level so much and rather reduces the part of spectrum where the speech should not be masked. The attenuation is not so rough but the speech is more intelligible.

Fade-in Time - how long does it take the signal to return back to the original level.

Zoom increases or decreases the size of the graphic interface

Previous | Next preset

Preset selection

Store menu: Save, Save as or delete presets

Services menu: Manual, updates, home page,

SpeakUp Performer source

SpeakUp Performer plug-in can be controlled from two sources:

A. From SpeakUp Sensor:

- In this mode, Performer listens to Sensors thru internal communication busses (A, B or both).
- It collects signals from all connected Sensors and computes the value of Ducking Amount parameter. This parameter represents the amount of required action in the range of 0-100%. It only depends on signals from Sensors and Performer's time parameters values. 0% means no speech is detected in Sensors and no action is required in the Performer. 100% means that maximal action is required - so the output signal is attenuated by Target Attenuation parameter value and/or filtered by a special filter with reduction of Speech Frequencies Attenuation parameter level.
- Ducking Amount parameter values can also be written to automation curve once you enable automation write in DAW, write/latch mode is required. Don't forget to deactivate automation write mode in DAW after you finish with recording the curve and want to continue in Automation Mode etc.

B. From Automation:

- In this mode, Performer only reads the automation curve of Ducking Amount parameter previously recorded in Sensor mode (or drawn manually). So there is no interaction from Sensor plug-ins at all.
- The value of Ducking Amount parameter is read from automation and indicated on a slider which can also be used to adjust the curve or simply record it manually.

Typical workflows

On the fly

This is the simplest scenario that can be used for live or for fully automatic processing. In this case, simply insert SpeakUp Sensors to all voice tracks you want to use for controlling Performers. Set proper sensitivity level and key control (default to bus A).

Than insert SpeakUp Performers to all tracks that you want to affect when somebody speaks or when speech occurs in the voice over track. Keep the SpeakUp Performer plug-ins in sensor mode, adjust the time parameters and target attenuation / speech filter attenuation to desired values.

Using Ducking Amount parameter curve

In this scenario, set the project and SpeakUp plugins just like described in On the fly workflow. In Performer plug-ins, enable write automation mode for this parameter in the DAW so the plugin can write automation curve for Ducking Amount parameter.

Play the project so SpeakUp Performer plug-ins write the curves for Ducking Amount parameter. Please note that recording the curve in offline render might not always work in all DAWs, this is quite specific. But realtime "learn" pass should always work as expected.

Once the curve is recorded, switch Performer to the automation mode so it stops listening to Sensors and it is controlled only by the Ducking Amount parameter value obtained from DAW.

You may adjust the recorded automation curve additionally.

Advanced scenarios

Let's have a project with two voice tracks (speaker A and B) and three audio tracks (Audio I to Audio III). We can think about two basic situations:

- All three audio tracks are controlled the same way from both voice tracks. This is the simplest situation. All three instances of Performer listen to both Sensors. Each Sensor can switch all Performers. Both speakers can speak simultaneously.
- Specific dependencies between Performers and Sensors. In this scenario, Speaker A controls some of the audio tracks and Speaker B only controls other audio tracks.
- SpeakUp may be even used to handle speaker priority: If there is one master speaker with a priority of his speech and some other speakers, place the SpeakUp Performers to the other speakers tracks. In this scenario, SpeakUp can adjust background music simultaneously: Use the SpeakUp channel A for the speech priorities described above. Then place a Performer to the music track and use channel B to control the music level.

We definitely suggest to start with simpler configurations.

Technical specification

SW Specifications

- AAX, VST3 (macOS & Windows) and AU (macOS) plug-ins

SW Requirements

- macOS 10.9 and newer
- Windows 7,8,10
- 100 MB of disk space required

Conclusion

We are confident that you can now work with SpeakUp. However, if anything seems unclear or you need assistance, feel free to contact us at

http://services.audified.com/support

Thanks for using AUDIFIED products.